



Fall Final Presentation: Hangout

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Hangout

Our product aims to make meeting new people and finding new hobbies easier using available technology.

Target Users:

People with little free time but a passion for activities and interacting with others

SWOT

Strengths <ul style="list-style-type: none">- Product integration- No competitors	Weaknesses <ul style="list-style-type: none">- Small- No reputation
Opportunities <ul style="list-style-type: none">- Market size- Technological dependence	Threats <ul style="list-style-type: none">- Easily replicable

Usability
Reliability
Performance
Capacity



Catch up on code development, implementing high priority user stories and organizing the foundational software for our product.

Planned: 63 Story Points
Achieved: 59 Story Points



User Stories

As a user I want to be able to...

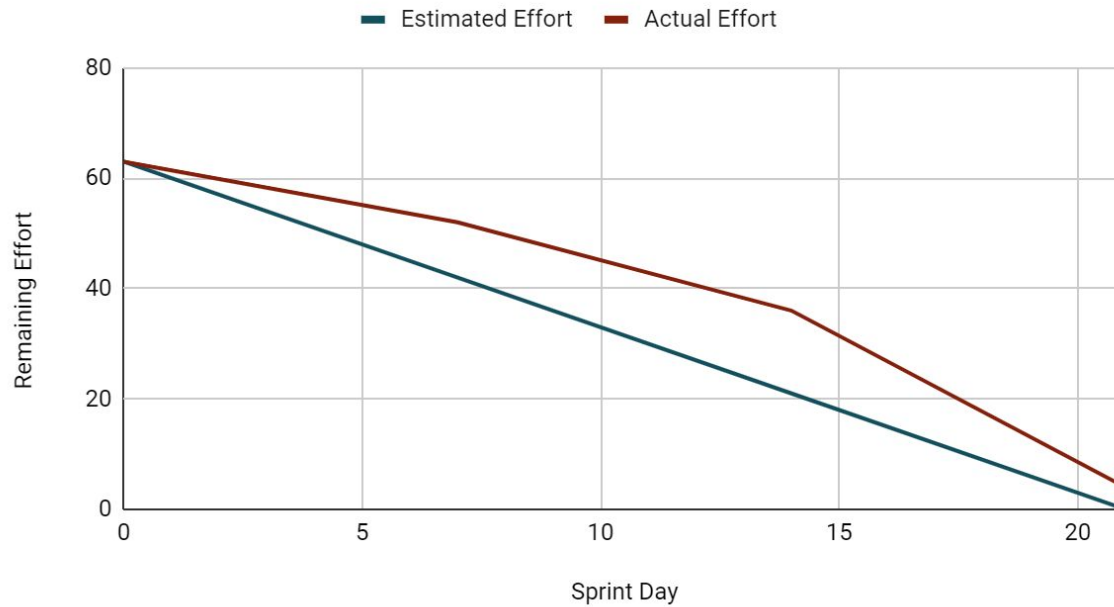
register an account easily from the home page.

log into my account quickly from the home page.

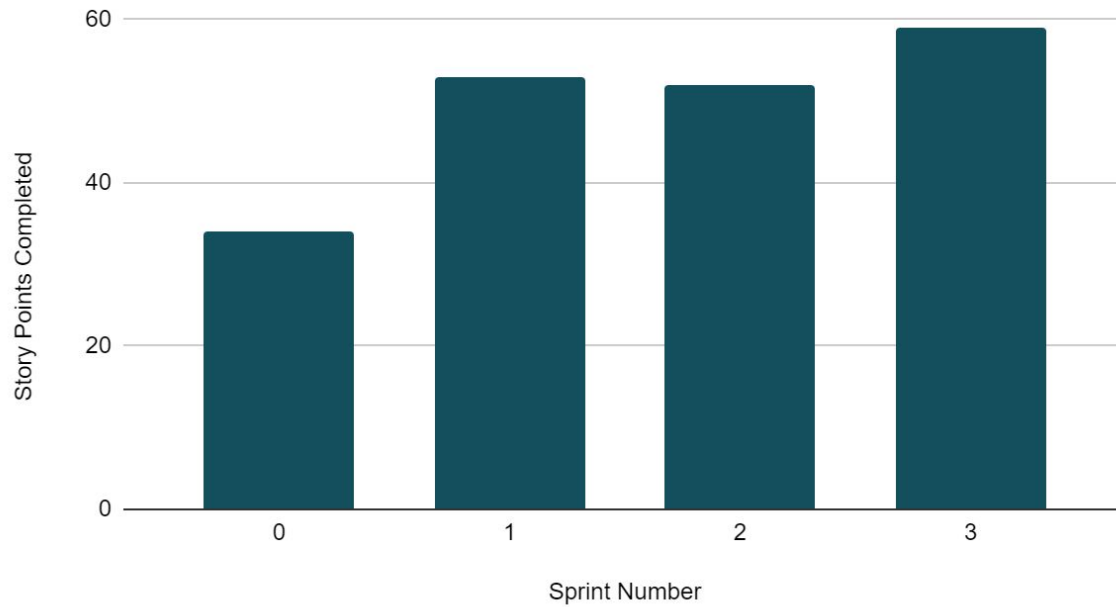
create a profile that represents me.

edit my information (login, profile) easily as needed.

Sprint #3 Burndown Chart



Story Points Achieved by Sprint



Sprint Retrospective

Went well:

- Great effort from all team members
- Development execution
- Productivity

Could be better:

- Working concurrently
 - Accurate planning
-

Conclusions:

Stories and code development will almost always take longer than we initially anticipate and estimate.

Next Sprint:

- Continue code development more cohesively
- Build out more user stories
- Focus on front-end development



Architecture

Changes needed to be made in the initial plans to focus on the Flux Design Pattern.

We realized that the Back End Architecture needed to become the focus of this sprint.

- Flux is a design pattern intended for Front End use
- Backend follows a traditional MVC pattern
 - `auth.js`, `post.js` control data flow
 - `/models/post.js`, `models/user.js`

Mongoose: data modeling object in MongoDB (middleware)

Database Live Demo

Registration Demo

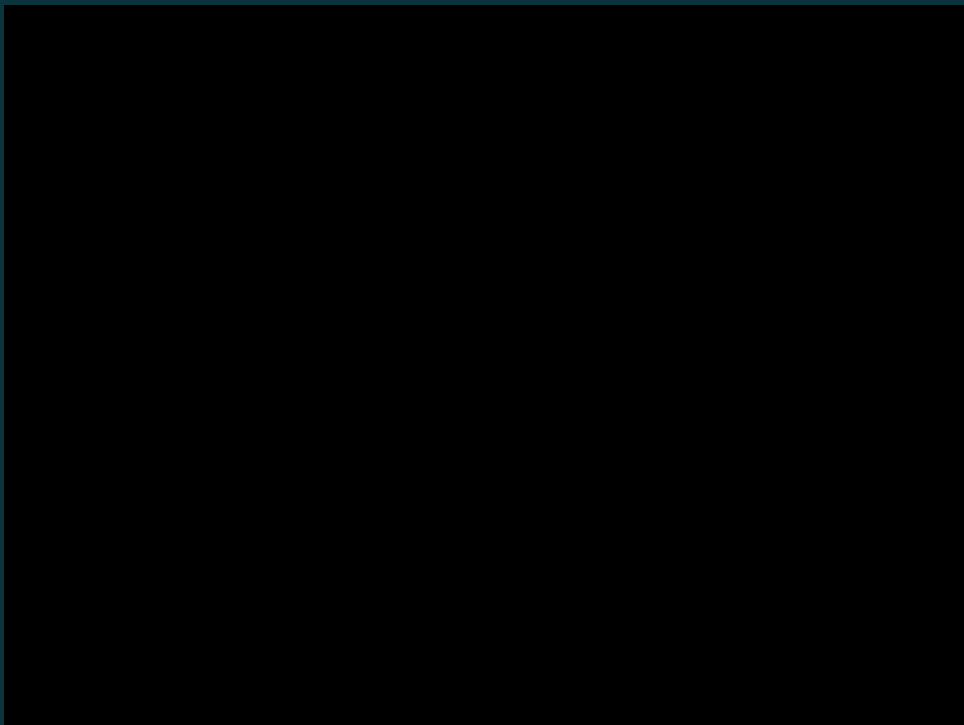
<http://45.79.76.245>

Index of /hangout/src/backend

<u>Name</u>	<u>Last modified</u>	<u>Size</u>	<u>Description</u>
 Parent Directory		-	
 app.js	2019-12-04 08:01	2.1K	
 models/	2019-12-04 08:01	-	
 node_modules/	2019-12-04 08:01	-	
 package-lock.json	2019-12-04 08:01	32K	
 package.json	2019-12-04 08:01	608	
 routes/	2019-12-04 08:01	-	
 views/	2019-12-04 08:01	-	

Apache/2.4.38 (Debian) Server at 45.79.76.245 Port 80

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User Manual

- A working document.
- As the team progresses with the app, solidify...
 - Screenshots
 - Problems and Issues

User Manual: Hangout

Hangout Application

Hangout is a social network web application designed to place events at the forefront. It brings events to users, so people can focus on the others they meet. The document is created as a supplement to users, utilizing a crisp format to encourage skimming and fast information retrieval. Included is specific knowledge on creating an account, logging in, creating and deleting an event, and group messaging.



Notes: Indicated with an 'i' in a blue backdrop.



Warnings: Indicated with an exclamation in a yellow sign.

Important Elements of the App:

User Home

The first page a user sees when accessing the application.

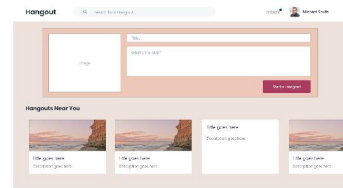


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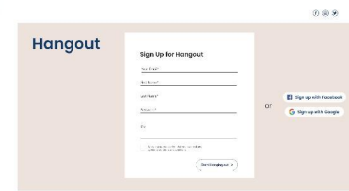
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Creating an Account

This section details creating a new account.

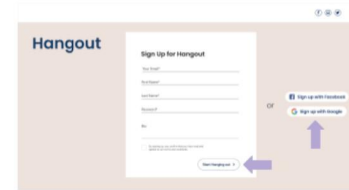
1. Click **Create an Account** in the upper corner of the application.

You will be redirected to the Create an Account page.

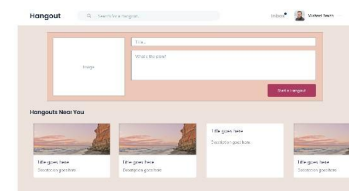


2. Fill the indicated fields and click **Start Hanging Out**.

Alternatively, click **Sign up with Facebook** or **Google**.



You will be redirected to a new user home page.



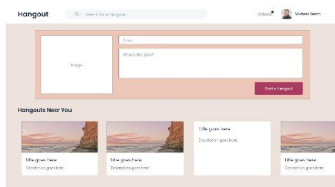
Deleting an Event

This section details deleting an event a user has created.

- Note:** Deleting an event is different than removing yourself from an event you have joined. Please refer to page 7 if removal is what you seek.

1. On the User Home Page, click **My Events** in the upper menu.

You will be presented with a page with the events you have created or joined.



2. Click on the specific event you want to delete. It must be created by you.

The selected event will expand to show additional details.



3. Click **Delete** at the bottom right of the expanded event.

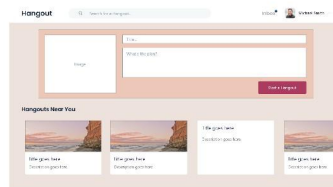
Warning: This cannot be undone! Please be certain it is an event you want to delete!

Group Messaging

This section details the group messaging aspect of the application.

Creating a Group Message

1. On the User Home Page, click **My Events** in the upper menu.



You will be presented with a page with the events you have created or joined.

2. Click on the specific event you where you want to create a group message. The event must be created by you.

The selected event will expand to show additional details.



3. Select **Settings** in the upper part of the expanded menu, represented with a gear symbol.

A drop down menu will appear.

4. Click **Create a Group Chat**.



Machine Learning

What benefit does the team plan to deliver with machine learning?

- As mentioned in the previous sprint, nothing has really changed.
- It's purpose is to benefit users with an improved feed catered to their interests.
- Our application focuses on the event so users can focus on hanging out.

How does the team plan to connect the machine learning code with the server?

- Also mentioned prior, but deploying a web API. Something our code can utilize.
- Aim to separate based on good design. If machine learning has nothing to do with some aspect, minimize its interaction with it.

THANK YOU

